

L1 (473709) SEA FILE=USPAT BOUNDAR? OR CONTOUR? OR BORDER? OR SEGMENT? OR
L2 (46238) SEA FILE=USPAT SPRITE# OR BITMAP? OR BIT MAP? OR MAP?
L3 (6576) SEA FILE=USPAT L1(P)L2
L4 (151388) SEA FILE=USPAT (REGION# OR AREA# OR LOCATION#) (P) (TEXTUR? OR
L5 (2677) SEA FILE=USPAT L3 AND L4
L6 (QUE COD? OR DECOD? OR ENCOD? OR COMPRESS? OR DECOMPRESS?
L7 (1881) SEA FILE=USPAT L5 AND L6
L8 (1497) SEA FILE=USPAT L7 AND (IMAGE# OR GRAPHIC? OR VIDEO#)
L9 (1195) SEA FILE=USPAT L8 AND (ADDRESS? OR INDEX? OR POINTER#)
L10 QUE 128/CLAS OR 235/CLAS OR 250/CLAS OR 283/CLAS OR 340/CLAS
OR 345/CLAS OR 348/CLAS OR 356/CLAS OR 358/CLAS OR 359/CLAS
OR 364/CLAS OR 378/CLAS OR 382/CLAS OR 395/CLAS
L11 (1031) SEA FILE=USPAT L9 AND L10
L12 (10978) SEA FILE=USPAT L2(P)L6
L13 (645) SEA FILE=USPAT L11 AND L12
L14 (615) SEA FILE=USPAT L13 AND (340/CLAS OR 345/CLAS OR 348/CLAS OR 3
L15 (554) SEA FILE=USPAT L14 AND 15
L16 (339) SEA FILE=USPAT L15 AND (SPRITE# OR BIT MAP? OR BITMAP? OR GAM
L17 (339) SEA FILE=USPAT L16 AND (DISPLAY? OR OVERLAY? OR BACKGROUND)
L18 (304) SEA FILE=USPAT L17 AND (FILL? OR PAINT? OR COLOR? OR PATTERN?)
L19 (385) SEA FILE=USPAT 382/232, 243/CCLS OR 345/202/CCLS OR 395/129, 13
L20 (77) SEA FILE=USPAT L19 AND (BITMAP? OR BIT MAP?)
L21 (20) SEA FILE=USPAT L20 AND TEXTURE#
L22 (203872) SEA FILE=USPAT (COD? OR DECOD? OR ENCOD? OR COMPRESS? OR DECO
L23 (18153) SEA FILE=USPAT L22 AND (BOUNDAR? OR CONTOUR? OR BORDER? OR SE
L24 (112) SEA FILE=USPAT L23 AND (SPRITE# OR (BITMAP? OR BIT MAP?)/TI,A
L25 (99) SEA FILE=USPAT L24 AND (REGION# OR LOCATION#)
L26 (10) SEA FILE=USPAT L25 AND TEXTUR?
L27 (10) SEA FILE=USPAT L26 NOT 382/243/CCLS
L28 (54) SEA FILE=USPAT 382/243/CCLS
L29 295 SEA FILE=USPAT L18 NOT L21 NOT L27 NOT L28